"PATADIGM" is an autonomous design milieu focused on the intersection of paradigm shifts and `Pataphysics.

DOMO PLUUME IS CREATED BY "PATADIGM"

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Thank you everyone for helping with this project by creating, designing, playing, dreaming, & making it happen <3

To the fiction that is yet to be true - TMK

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FOREWORD

This module could be used as a manual for imagination cultivation or community building or healing or as a paradigm shift. It is all and could be none. Foremost, this module is yours. Yes, DOMO PLUUME is your world just as it is ours.

We offer DOMO PLUUME as a medium for the aims of this program: having fun, narrative speculative design, consensual imagination, direct democracy, ethical landscape, a moral playground, community building, detouring alienation, circumnavigating a utopian present even though experiencing a dystopian past, and contingent ecology. Do what shall wilt under the guides of the program. This will be done through game mechanics, role-playing, art, handouts, and storytelling.

Dice has long been used as a divination tool ie. astragali[1] as a marking of actions. DOMO PLUUME and other tabletop role-playing games play out with certain actions stated by the player and then the rolling of dice happens. This then determines the effect of one's intention[2]. While there are also game rules within certain systems such as Dungeons & Dragons using a twenty-sided die system or Call of Cthulhu using a one-hundred-sided die system, think of DOMO PLUUME as rules agnostic. You can use any sided dice. Truthfully, there are no rules, only creative chaos and destructive chaos. We shall explain game mechanics verbatim in this text but please keep in mind that it is your game and we only use our own custom system for demonstration purposes. Think of the rules as more like hints compared to stone tablets.

DOMO PLUUME is presented as fiction but should be stated not as intentional escape. Precisely, fiction is not materially here because it has not been done. Time travel or what might be philosophically argued as "time travel" is possible. Yet, how we act and interpret situations is where DOMO PLUUME shines. We analyzed that the current tendency in our life limits our imagination and we hold DOMO PLUUME above our heads as the sun is to a leaf. This module will help with imagination. The future could be DOMO PLUUME, but who is to say it is? We are more focused on entrenching ourselves in this mythological landscape for the playing of the unknown which will generate potent creation.

Think of it as Schrödinger's cat[3], which states the possibility of alternative futures since there could be a dead cat in the box or an alive one. How could we know till we experience it? Yet, has it ever occurred that *maybe* the cat becomes aggressive due to being locked in a box and losing their connection to nature or is in a coma? How do you react to that? Yet, this is never asked in a ethical context? Or what happens next?

This is the point of DOMO PLUUME. To not *just* ponder quantum mechanics or metaphysics, but to act within a char(act)er of your own creation. To make inferences, ethical decisions, create motives, and so on while creating a safe and respectful community.

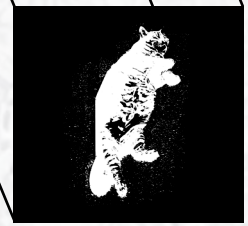
In addition, the actions within the DOMO PLUUME world can engage in *cognitive estrangement*[4] and could affect the here and now. Either through morphing of the unconscious or conscious awareness but first we must safely disregard judgment. It is important to know that it is okay to fail and to learn. To suffer, but not to asphyxiate.

This module is physical, yet it brings immaterial interaction[5]. It's specific, yet it doesn't have to be anything and everything all the time. You can focus on our lore or make your own. It allows you take as much or as little time as you'd like.

1| Think of astragali as the ancient invention of the magic 8 ball during the Greek period of 323 BC. Astragali were animal bones with certain marks that when thrown could tell about the thrower's questions. DOMO PLUUME uses the same mechanism not to tell the future to say but to define a path within the role-playing game. Many divination techniques are used to know about the "future" which can be a curious thing to ponder but could lead someone astray from their own authority or volition. DOMO PLUUME uses the same mechanism but not to tell the future, but instead to define a path within the roleplaying game. Do you hit the monster? Do you jump across the bridge? Do you flirt with the gold-plated mistress? This can all be told by experiencing the future. The future is the story which should be determined by the players and not inherently the dice. A number can only tell you the degrees of action compared to the action itself.

Dandoy, Jaremiah. "Astragali, the Ubiquitous Gaming Pieces." Expedition Magazine Astragali the Ubiquitous Gaming Pieces Comments. Penn Museum, March 28, 1996. https://www.penn.museum/sites/expedition/astragali-the-ubiquitous-gaming-pieces/.

2| Ie. I need to pick this lock. I roll and I get a 15. The game master says that this is good enough and I pick the lock. Story cont.



3| Iris as Schrödinger's cat: very cute uwu

4| Cognitive estrangement is the movement of a simile into a metaphor. It takes magical thinking to do but can shift fiction into the present tendency. It is to take fiction and see it as a possiblity.

5| Domo Pluume is forbidden to be used as a blueprint for utopia. However, it's forbidden to forbid ;)

Science has to catch up to art,
art has to catch up to spirit - Skylar

6| As you become a game master, you will first become an intermediary for the players and the collaborative story with the random discernment of dice. This often creates separation between the group. Most likely the players of DOMO PLUUME and even the reader will be inexperienced with this role. But how can we make this game accessible for the inexperienced with game mastery? This is how we are approaching this module. We want to surpass the boundary of the referee, judge, or umpire since this creates a power structure within the game. Power is not given, it is taken! We approach this by having multiple game masters and community based exploration. To become a game master for DOMO PLUUME it will entail the demand of teaching your players on how to be a game master as well.

WARNING!?!

In addition to engaging with this module, the veil of this future world could be unmasked. The warning before presiding is that you as a player within this tabletop role-playing game will become a game master like your other players. What does this mean? The mystery of DOMO PLUUME will be revealed to you. This grants a perspective for directing the game rather than being one character or multiple. You will also be in command of non-playable characters such as monsters which will have the same feelings as your fellow players but with different motives. This aids in a cybernetic sense— where direction is determined to a specific target.

Still, there will be breaks and unexpected events within the game that we the designers could have never thought of. This is a positive, but the GM must lend an imaginative perspective for all situations. To drift! To form freely! To have bulldada! To drink the nectar from the lore gods! To spew the collective brain contents on the map!

[???]

Do you:

1. *Become a game master*[6]
2. *Get consent from the other players*
3. *Promise to play fair and have fun*
4. *Engage in collaborative game assets*
5. *Imagine and wonder*

[???]

DOMO PLUUME grows the more you take away from it. It is a vessel for the continuation of a mystery. We will let you in on a secret.

Do you accept?

YES! NO!

7| The more dice you have while playing DOMO PLUUME speeds up the game quite a bit as you can roll the number of dice that is needed at the same time. Roughly 1 set will cost around two cups of coffee (1 set for $5) while buying in bulk can go for around a nice meal for two (25 sets for $22). Alternatively, you can cut up paper strips and write the sequence of numbers for each givin dice and put them into a bag. There is also a method using a card deck and a marker by seperating the cards into smaller piles with each representing a certain die number. Likewise, you could aslo use just a six-sided die and adjust the rules a bit.

CHECKLIST

- [x] *THIS MODULE*
- [ ] *AN INITIAL GAME MASTER (YOU... MAYBE?)*
- [ ] *TIME (~1-3 HOURS OR MORE PER SESSION)*
- [ ] *A TIMER / STOPWATCH / HOURGLASS*
- [ ] *~2-5 PLAYERS (INCLUDING A GAME MASTER) WITH THEIR CONSENT*
- [ ] *PRINTED CHARACTER SHEETS & RULES*
- [ ] *JOURNAL / SKETCHBOOK / NOTEBOOK*
- [ ] *ART SUPPLIES WITH PAPER*
- [ ] *WRITING UTENSIL (GENERALLY A PENCIL IS GOOD SINCE IT CAN BE ERASED)*
- [ ] *STANDARD SET OF 7 ROLE-PLAYING GAMING DICE PER PERSON (P.15)*[7]

OPTIONAL

- [ ] *TAROT DECK FOR CHARACTER CREATION*
- [ ] *VISUAL AIDS (EX. HANDOUTS, TOKENS, PAPER MINIFIGURES, DRY ERASE BOARDS, OR MAPS)*
- [ ] *THE DOMO PLUUME OST / INSTRUMENTAL MUSIC / A THEMED SOUNDBOARD*
- [ ] *SNACKS AND DRINKS*
- [ ] *MOOD LIGHTS*
- [ ] *VIBES*

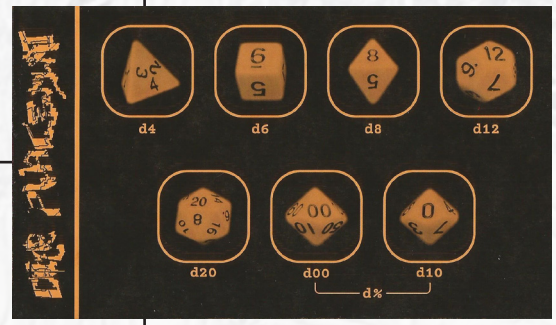
OPERATION INSTRUCTIONS

This module is presented in a way for easy access after reading it since the intention is for this to be used while playing DOMO PLUUME. It garners the structure to be reflective. The following pages are grouped in these sections; intro, lore, mechanics, linear story, sandbox, & fin. The lore section is written as a general overview of the world. This is to prime your mind of the events that have happened before and what the greater trajectory of the story could be[8]. It will talk about goals to accomplish, rising actions, conflict, and lore. The mechanics section states what the game rules are that will alter the story. This will include dice mechanics, playable character creation, and how assets will be made. The linear story sessions start the role-playing game with your other emerging GM(s). This will start with session 0 covering the making of character creation for the players, how to have a fun, and have a safe game through consent. Session 1 will start at KRYONIC Corp where the players are introduced as either temporary employees or interns in collaboration with Wiphill Pike Technical School. The other sessions are the continuation of the DOMO PLUUME story which will be told later in this module. The fin section is where the world could be taken after the story is developed. While the grand story we have made would be fulfilled through playing, the world is still living and breathing. This is also another space where your creativity can flourish for continued play. We will prime out other paths for DOMO PLUUME in quests, but be aware that it is up to you and your players to decide where the world will take you if you so choose.

8| It is a foundation of lore compared to a novel. We have started as the intermediary GM but it is up to the group what happens after linear play. The only arbitrator is the dice. Please write on this module and take notes, it is not sacred! It is meant to be a living document.

DICTIONARY

GM	GAME MASTER
PC	PLAYER CHARACTER
NPC	NON-PLAYABLE CHARACTER
TTRPG	TABLETOP ROLE-PLAYING GAME
LARP	LIVE ACTION ROLE-PLAYING
DICE NOTATION	TWENTY-SIDED DIE (1d20) PERCENTILE DICE (1D100 / 1d% / 2D10) TWELVE-SIDED DIE (1D12) EIGHT-SIDED DIE (1D8) SIX-SIDED DIE (1D6) FOUR-SIDED DIE (1D4) |EX: 2D8+4 = ROLL TWO EIGHT-SIDED DICE THEN ADD 4 TO THE SUM
HP	HEALTH POINTS
DMG	DAMAGE
P.O.W.	POINTS OF WONDER
[GI]	GEOSUMA OF THE INTREPID
MODULE	THIS BOOK
DP	DOMO PLUUME



SYNOPSIS

Historically, it has been challenging for game designers to demonstrate how TTRPGs are played purely through words. This is because role-playing is the center mechanic of the game and isn't easily determined by strict rules. Conventionally the game is played with a GM and an average of 2-5 players[9] that perform characters that enact events in the game.

Traditionally it is the GM's duty to provide conflict, decision making situations, lore, short blurbs of information, loot, and NPC(s) for PC(s) to interact with. Mainly it has become a meme but the common response one will hear from a GM is, "What do you do?" Since this creates player agency and furthers the story. However, that is a lot of pressure on the GM. That's why people have modules. Let your players do some of the creative work as well or let the dice decide.

The intermediary GM for DOMO PLUUME is you, the reader, who will pull the marionette strings and alter the DOMO PLUUME story with the help of the other players and us. Think of this role as the first prints into a muddy trail and the PC(s) as the totality of the mud. Game masters poke and prod into the ground, but are also required to engage in the larger ecology.

We notice the hierarchy of conventional game mastering[10] and have generated community agency within the mechanics of DOMO PLUUME such as community art therapy, trance, a "West Marches" style approach, and even some LARP techniques.

This text is meant to be used as a reference for game play and lore purposes. It serves the GM to prepare beforehand before launching the game with the players. It has been declared by Us— The lore makers.

In the module, the intermediary GM can start with a simple tutorial to demonstrate game mechanics and also provide a source of initial roleplaying after creating characters. This is set within the disguise of KRYONIC Corp co-workers all being invited to participate in a team building exercise of laser tag. Read more about the details in Session 0. This follows up towards Session 1 where the PC(s) start their day at work with each other and end in the crisis of a cryogenic fluid workplace accident. During playtesting, it took around 3-4 hours to create characters and run session 0-2. It all depends on pacing, how many players, and the amount of focus is on the game.

The game can be paced however the group would like. It's okay to skip past the introduction pre-crisis or the tutorial laser tag level. The tutorial isn't necessary but can be useful as sometimes newly created characters take a while and role playing them for a bit is rewarding. Also we created a lottery scratch card for the winner. Each group is different, but do keep in mind that session 0-1 can drag if not paced enough as it functions as a prologue. A good stopping point for the first time meeting is at the crisis section for thematic effect and also lets the players want more from the game. Read this for the vibe[11].

Alternatively if the intermediary GM wants to summarize and start at session 2. They can say this prompt to the group:

> *"You begin the ruins of your workplace, KRYONIC Corp, due to the freak accident of cryogenic fluid splashing on you. You thought it was just going to be a day filled with busy work cleaning up Marsha's messy but empty desk. Your boss, Levin Otto, sure rushed you to clean up the cryogenic chambers pretty fast after he saw that the OSHA inspector was at the front door. Who do you think would be responsible for the fines anyways? Perhaps it was due to coworkers not having the proper tools to do the job or just being in the wrong time and the wrong place. Who was that new guy in Otto's office anyways before the OSHA inspector waltzed in? And why did Marsha leave? Was she really sick? Maybe none of that mat-*

9| It's possible to play with only 1 person or with a larger group. Yes, it's possible to play with a big group such as 1 GM and 7 PC(s) but the GM is going to have to slow the pace and do some extra prep with making sure there are enough enemies or items. For solo play, there must be modification and up to you the reader.

10| This module is meant to teach on how to become an intermediary GM rather than garnering the GM as the sole arbiter. We would like to avoid unfair rulings.

P. R. O'leary designed this method for beginning a story game to set expectations. We thoughts that this was great and included a form for DOMO PLUUME

11| *CATS*:

Concept - DOMO PLUUME is an expanding fantasy world set in an apocalyptic future filled with hypnotic dreamlike powers that you never know are there.

Aim - To have fun together, communicate with those around you, and get to truly experience who your people are. You're not only learning about your friends, you're learning about yourself.

Tone - Ambiguous, Whimsical, and Tense. You never know what's going to happen and there are consequences to your actions, but not always in the short term. Communicating is key.

Subject Matter - Life and Death. Rebirth. The Mind. Social climate. Speculative thoughts and perception. Post-apocalyptic/crisis. Modular tech, low fantasy, mystery, horror, & SCI-FI is the genre of the game.

ters anymore. You find yourself un-melted from your cold slumber. Everything is off, but the air feels different now. You sense a presence. Maybe a psychic entity. Above you floating away once you moved from the cryogenic fluid, but it is distant now. You brush yourself off with your hands. You really could use a break and a reset. Having found some tattered work safety gear to change into, the dust seems to wipe off quite easily.

Around you is the rubble of broken pallets and a couple of the 30ft steel tanks on the ground. Oozing from the steel claws, beams are on the ground covering the drip of cryogenic fluid. You see a window with the memory of the old parking lot. As you gaze into the outside, it looks like nothing has changed. You feel that psychic entity again and now you see time speed up like a time-lapse on a camera. Cars erode. The moon gets bigger. The sky shifts colors from blue to a dark green. The roads crack and transfer into black sand. You have lost your small midwestern hometown and your old life. There is a door nearby from which a haze comes from. Shadows lurk underneath. What do you do?".

From here, it is really up to the players to decide. As the intermediary GM you can either improvise a narrative or follow our structure[12]. This module is structured that narratively, the PC(s) find themselves at an anthropologist center where objects are found from their time, but the people don't know what they are. This is found in Session 3 as a possible home base.

From there, it's open to what the players want to do. We have filled the anthropological center with interesting people that can give quests that will help the PC(s) uncover new things about this strange world. One of the most exciting things about the format is that it lets you customize the game one session ahead.

From there, it is really open to personalization versions. However will Sara, the former cia patient with psychic abilities, still be able to collect tears from the victims of her

12| GM could research for background that is beyond the module like cryonic facilities, item mechanics, and silly creatures. This could be used to have a more realism.

13| The common language is formed with many pauses and sounds like if somone were to mash the keyboard and talk it out.

happy projections in your game? Maybe not… but now that we have talked about the overview for a bit. Let's talk about the world of DOMO PLUUME and it's inhabitants[13].

The story of DOMO PLUUME from the beginning. Darkness. Creation of the universe. Unknown existence. There are many lifeforms all in different sizes. At one point in time while Earth was still in formation, the moon did not exist. Theia, an ancient planet, was destroyed and its remains followed in its creation of the moon and the protoplanetary disk now called the Earth. But how did this happen? A ravaging being the size of a planet, drifts through space to meet an unexpected lunch. Malerei'boah is an amphibian creature who can camouflage to look like a planet by pulling itself into a ball. Deformations of environments and volcanoes are merely pimples to its complexion. Not much is known about this creature, but it exhibits a strong psionic presence in its stomach acid. Humans mistakenly call this being a shooting star. Hungry for new minerals or on a space prowl, Malerei'boah ate Theia. Chewing frivolously as the organic matter spewed into space. As Theia was a huge planet even for Malerei'boah to consume, it purged Theia out into the Milky Way which created the moon. While the moon conspiracy theorists were wrong in one way, they were correct in another. There is something wrong with what we call the "moon". Remains of Malerei'boah's stomach acid are etched into the surface of the moon and who knows what lies beneath the surface? Eggs? Or alien beings eating some kind of cheese and crackers as they watch us wander around?

This is what happened and now we are greeted with standard tales of human history over Earth. Everything is normal till meteorites come down. Tribes, empires, kingdoms, & governments all hide the fact of the eldritch power that comes from the moon's meteoroids. Why do you think that it's so expensive to own one? Just because it's from outer space? Just think about it. Through time, there have been powerful people in charge of controlling information about these otherworldly rocks, but in

the 1970s it was the first time select humans started testing the meteoroids that came from the moon on other humans scientifically. This came after the NASA Apollo 11 landing and moon rock samples. They were trying to contact its origin and where psychic mutations happen. Each participant had a close encounter of the fifth kind where communication through dreams, possession, or even faith was noticed. Its powers were still misunderstood. This is most likely due to extremophiles[14].

They tested on humans in a facility in the American midwest called KRYONIC Corp in the late 70s and early 80s. Cryogenic techniques were involved at the facility to perform some kind of cryostasis of important clients and later with Apollo 11 rock samples[15]. The American government under Nixon funded KRYONIC Corp to find any military advantages of the rock samples which began to start the groundwork for the Strategic Defense Initiative program under Regan. After formal testing with lab rats and other species, humans were the next step. Confidentiality was at high regard where only top executives knew. Soon Levin Otto, an immigrant seeking asylum, rose the ranks of plant manager which was included into the process.

One of the human test subjects was a girl named Sara. After finding a meteoroid in their backyard, she grew attached to it as it exhibited a special spiritual present to her. Her parents were working poor and had to switch between different jobs frequently. Sara's family was close to being vagrant status in Wyoming. As an only child, the meteoroid, named SUO, was her only friend. SUO was the size of a softball and was secretly a ball of flesh in ligaments floating in gas. SUO is a remnant of Malerei'boah which holds around 1/1000 of the power of Malerei'boah itself.

After a couple of weeks in Wyoming, SUO started to unveil itself towards Sara. Soon the rock would turn to what only could be said as a monster but the right opportunity never happened. During this time, a group of men in black (MIBs) posed as geological surveyers triangulating the presence of the meteorite. It happened to be the rock that Sara played with at her parent's cottage in rural Wyoming. First the MIB's tried to take the house by foreclosure, but it grew difficult to persuade Sara to give them the meteorite as it looks like any other rock. The MIBs were able to convince Sara's parents to give them the rock on a different occasion. In the process, Sara began to cry near the fireplace as it was being taken by a MIB. This activated SUO into a hallucinogenic version of itself where it transformed into a larger amorphous being of light and fire which holds spiritual significance for Sara. SUO had killed her parents and the others except one of the MIB's whose name is Jeb. Jeb had struggled to get away and was strangled by the larger amorphous being. Scared and in fear, Jeb escaped that evening. Sara felt light headed and passed out on the floor. While Jeb had escaped, his voice was raspy and different so he messaged his higher ups for a decontamination crew to come over. As he tried to tell himself out loud that his voice change would only be temporary, Jeb wondered if that thing just stole his voice and soul? He told them all about Sara and the power of the meteorite. In the morning, Sara was taken by the MIB's with SUO in another container. They went to KRYONIC Corp for testing.

After a series of testing, Sara escaped with the help of SUO who created a psychic illusion of her in their patient corters. Sara had always felt a spiritual connection towards SUO as they are friends and had made a pact with the meteorite to free them from the KRYONIC Corp higher ups and the interests of the American government. She was not scared of its true form due to trauma bonding and being close to wildlife as a kid. While the experiment files have been classified or even destroyed, we know of some impacts of SUO on military ventures from the Stargate project to the Havana syndrome experiences. SUO has been in cryostasis in the meantime with scheduled tests up till the present moment.

This is where our PC(s) come in the present day. Technologies and history are the same.

14| Extremophiles maintain cellular homeostasis. If the [GI] through the security clearance from the lab of KRYONIC Corp studied the extraction process of many sectors of life it could help the studies into cryogenic preservation for homeostasis and yet could be stirred for extraction of mental energy. Are the rock's psionic projections, FPCTSINI, fed porridge and shuffled along to the waste extractors?

Perhaps…

15| "If it looks like a rock, walks like a rock and quacks like a rock, then it just may be a rock" - James Hutton

&

"It may look like a rock and talk like a rock, but don't let that fool you. It really is a rock."
- Charles Darwin

SYNOPSIS

They are employees of KRYONIC Corp. And this is where session 1 starts. During an OSHA inspection, Levin Otto tells the PC(s) to clean the cryogenic tanks where there are 30' by 30' metal tanks stacked by the wall. Bubbles whirl in through mechanical inventions for the preservation of VIPs. Most of the clients come from the south like LA and Florida. Underneath the floor the PC(s) are sweeping is SUO contained in a dusty crypt of beige equipment and in the center is a rock in a 2' wide cryogenic fluid filled pool. Old technology is saved on a local high security network which was prior to ARPANET or many "cloud" based solutions. Some floppy disks can be seen with papers in cabinets about the situations of the meteorite. Unfortunately, you would need a 5.25" floppy USB converter to read them.

While the PC(s) are cleaning, Malerei'boah is wandering the Milky Way from the Andromeda region. Stumbling upon the past meal of the vomited Theia, they are surprised at how beautiful this planet and moon is. The planet looks like a blue marble for them. Depending on how you want to engage in this game, you can have Malerei'boah kiss the planet or eat a bit of it. However, it's body rejects it from atmosphere due to Earthian contact. Both ways work out the same as they create a crisis for Earth. This impacts the structural sturdiness of KRYONIC Corp due to the secret compartment underneath the PC(s) that holds SUO which its power accelerates when near Malerei'boah. The building collapses due to SUO and the effects of Malerei'boah either kissing or eating Earth. This leads up towards session 2 where the PC(s) are "un-melted" from cryostasis in a pool of liquid. Somehow the PC(s) are all okay with some freezer burn. Then they are meant to explore the ruins of KRYONIC Corp and the outside lands of DOMO PLUUME. Some time has passed, that is the intermediary GM's choice to make. I would run the game so that a couple of generations have passed, so around 75 to 150 years have passed since the PC(s) were sweeping the cryogenic chamber floor. During that time, Sara was able to reconnect with SUO and create some kind of cult around this rock.

16| [GI] insignia

The name of the cult is Geosuma of the Intrepid [GI] and the leader is Sara. Underneath her is her right hand man named Kry and a left handed man named Reis. Both are either bloodline families or closely associated. Kry and Reis act as ambassadors and counsel Sara. Only Sara knows SUO's true form, to everyone else it looks like a rock, but it exhibits psychic energy. Kry and Reis are both mentors where the GM(s) can focus on their disagreements that would shape how [GI] is being run. Would one of them want more material power or representation like an augmented mass psychic illusion? Or would the other want to create a debtor position in the cult? That is for you to decide.

Sara through SUO wants to give back to this post-crisis world where realities are shifted and making a difference even if it is false in a material sense. Her goal is to create visions or phenomena for the utopian environment that each follower wants. It is a predicated power that Sara wields. It asks the PC(s) that even if you know it isn't real, but it is perceived, would that achieve the desired object? Her motivations are honest and it is what she dreams is right in this world. A space where people can come together in their fantasies or delusions. Sara acts in principles of an Utilitarian and could be seens as fostering Hedonism. Her past of sorrow and being treated on by the MIBs fuels this form of escape. She knows about the power of psychic abilities through SUO and how much damage it can cause when the initiation of this power is from another source. She wants to create an utopian experience for their followers and sees this as an opportunity for maximizing utility or happiness. Through the NPC of Sara, her motivations ask you to think about the unintended consequences of her actions. Does the end goal of creating a utopia justifies the means and effects of the psionic power?

Due to the land formation of the crisis, the culture is now distanced where NPC(s) could not even know of [GI][16]. Maybe they are located somewhere off in the ocean. It is the structure of [GI] that pronounces their truth and psychic powers to the masses. This is done by the ELs

which is a group that is under Kry and Reis. They are representative of the 8 elements that compose Earth; O (Oxygen), Sil (Silicon), Al (Aluminum), Ca (Calcium), Fe (Iron), Mag (Magnesium), Na (Sodium), and K (Potassium). Each of these are mini bosses which roam the lands and can be encountered once the PC(s) meet into the first town named KAJUX which is after Session 3. This will be up to you on how they fit into quests and the personalized story at the table.

The 8 Els are like monks for SUO who transfer information amongst the [GI][17] and its followers. Each of them have two states, one is a peaceful human state that is motivated by their path of the chosen element and the other is their fierce horror eldritch conjuration that is powered by SUO's psionic powers.

8 Els powers (conjured peaceful entities and fierce entities) to speculate on;

- O (Oxygen) - *air, floating, invisible gas, plant powers, compressed = explosion*
- Sil (Silicon) - *computer, solar, can make silicone/plastic, transistor*
- Al (Aluminum) - *metal, heat melting, sculptable, not able to be corrosive*
- Ca (Calcium) - *bone, milk, like likes O, solubility, binding, removes impurities, healing to an extreme*
- Fe (Iron) - *metal, energy, breathing, ferric, iron weapons/sickle/spear, porcupine, furnace*
- Mag (Magnesium) - *Muscle, flammability, blinding white light*
- Na (Sodium) - *yellow, salt, preserve, absorbs water/takes water out of PC, high blood pressure*
- K (Potassium) - *solubility, can be cut with a knife, can express heat, violent with water, mines, fertizlier*

The 8 Els, Kry, Reis, Sara, and SUO have been able to capture surrounding towns in where psychic dreams can be wished upon people. [GI] at the start of the module has around 250 followers. This can be explored by having towns where eyes are blank as if time had stopped. A pain point could be that a follower doesn't want

17| [GI] Cult structure:

Sara- The Head
Jeb- The Informed
Reis- Left Hand
Kry- Right Hand

The 8 Els
Oxygen (O): 46.6%
Silicon (Si): 27.7%
Aluminum (Al): 8%
Iron (Fe): 5%
Calcium (Ca): 3.6%
Sodium (Na): 2.8%
Potassium (K): 2.6%
Magnesium (Mg): 2.1%

Underling Members-
140 20 Under Each El

their fantasy anymore or the power is fading. The [GI] followers are in high regard with SUO through the face of Sara. The most important ones having a decree of fellowship and spending time convincing others to join.

In most cults, there is a hierarchy based on the power level that you can demonstrate. The more the follower trusts and commits their life towards the spreading of this virtual psychic utopia, the more they have access to SUO. The PC(s) can recognize the higher followers of [GI] by their sigil that represents Sara and SUO. There are in meager ragged clothes, but the ELs are in more ornate robes. One of the ways that SUO is able to demonstrate their psionic powers is through the morphing into a rock and through this illusion it discharges a part of themselves and gets formed into a ring. This ring which has a part of SUO in it is now charged with psychic powers. For everyone that isn't Sara, it looks like an ordinary ring where instead of a jewel it has a rock adorned.

That is an overview of the lore. So, where can the PC(s) go?

TIME LINE

This timeline is used to show the events prior to the Malerei'boah bite/kiss to give context to what the PCs are finding out or are working with. The timeline ends as the PC(s) awake from the cryogenic freezer and unknowingly step into the world of DOMO PLUUME. This would be the start of session 2. Some events should be considered as fundamental to the mystery of DOMO PLUUME and should not be discussed with PC(s) until the right time or not at all.

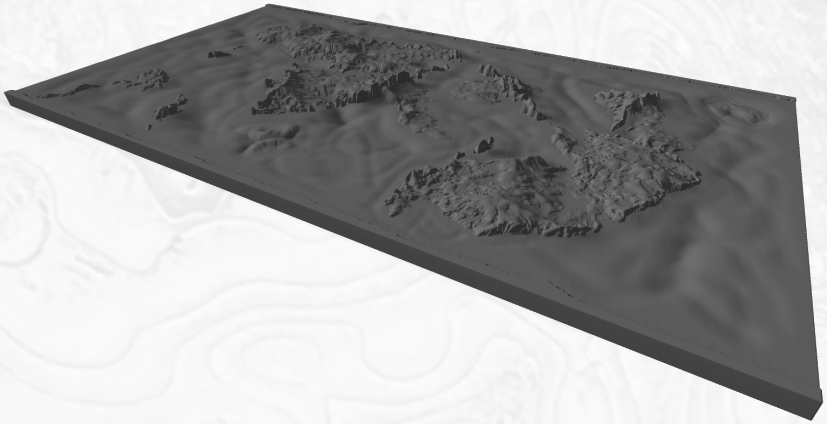
	DATE	
THE PAST	*13.8 BILLION YEARS AGO*	BIG BANG: *MALEREI'BOAH* EATS.
	4.6 BILLION YEARS AGO	EARTH FORMS.
	65 MILLION YEARS AGO	MEXICO IMPACTED ASTEROID: DINOSAUR EXTINCTION.
	MAR. 14TH, 1966	AMATEUR ASTRONOMERS SPOT *MALEREI'BOAH*.
	FEB. 5TH, 1967	KRYONIC CORP IS FORMED. CRYOGENIC INVOLVMENT WITH A GOOD COLLEGE FRIEND OF JAMES BEDFORD. MR. BEDFORD WAS THE FIRST HUMAN TO BECOME CRYOGENICALLY FROZEN.
	JUL. 16TH, 1969	APOLLO 11 LANDING: ~50 ROCKS GATHER FROM THE MOON WITH SOIL AND CORE SAMPLES AMONG THEM.
	JUN. 25TH, 1970	SUCCESSFUL NASA CONTRACT WITH KRYONIC CORP TO CONTAIN ROCK SAMPLES FROM THE MOON.
	DEC. 21ST, 1979	*GEOSUMA OF THE INTREPED* [GI] IS FORMED. CONTRACT WITH KRYONIC CORP IS MADE WITH SARA.
	Unknown	SARA ESCAPES WITH THE HELP OF SUO
	JAN. 20TH, 2016	PLANET NINE AKA PLANET X DISCOVERED BEYOND NEPTUNE BY KONSTANTIN BATYGIN AND MICHAEL E. BROWN. 5 TIMES LARGER THAN EARTH. Hmm...
LINEAR STORY	*THURSDAY, PRESENT-DAY*	START OF SESSION 0. PC(S) ARRIVE TO KRYONIC CORP AS INTERNS OR TEMPORARY WORKERS. LASER TAG EVENT AND LOTTERY.
	FRIDAY, PRESENT-DAY	START OF SESSION 1. WORK AT KRYONIC CORP.
DP	*X001, DP TIME*	PC(S) AWAKE FROM CRYOGETNIC CHAMBER: A DIFFERENT WORLD THAT CAN BE DELINEATED AS POST-CRISIS.

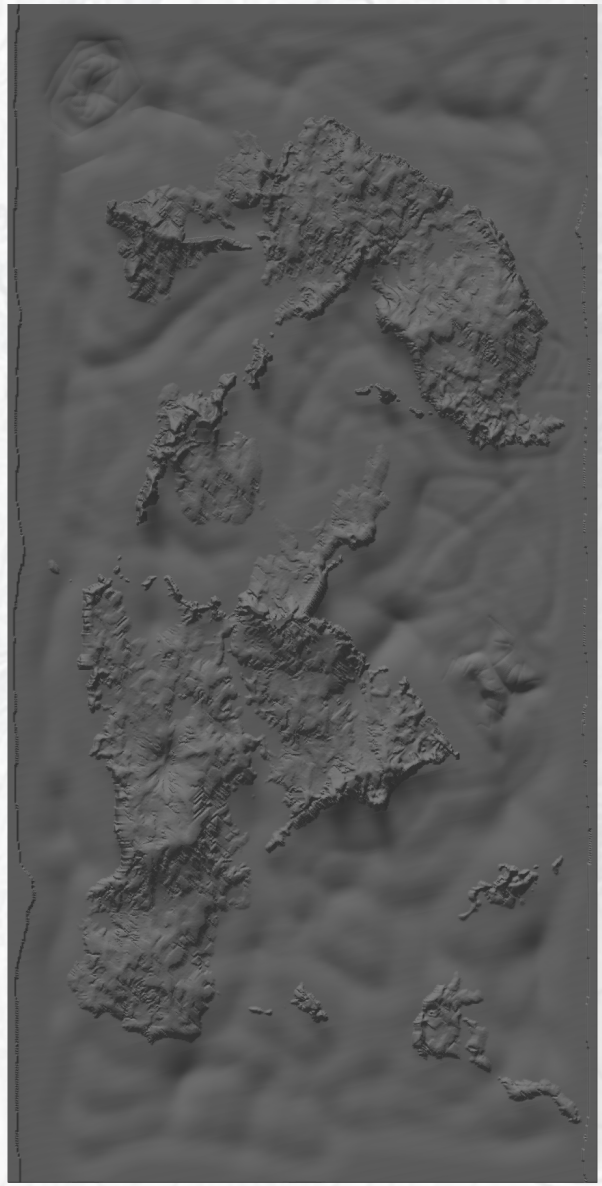
TIME LINE

MAP

This world map was created by using the website called ProcGenesis where variables were selected in the WorldGen section to have more ocean in the map. This was the best method as we wanted to give others access to our world in a 3d form where it could be 3d printed. With addition to Blender CAD modeling, we were able to transform the map to look like there were underground trails and bite marks. Please make your own map or use ours for when PC(s) ask where they are in DOMO PLUUME. All placemarks are going to need your involvement and creativity except the bite/kiss mark. A good way to make more small-scale maps include tracing objects thrown on a paper, a crossword puzzle, altered real life maps, and sketching for more local areas within the game.

This map can be found in session 3 by talking to cartographers at the anthropology center in the city of KAJUX.





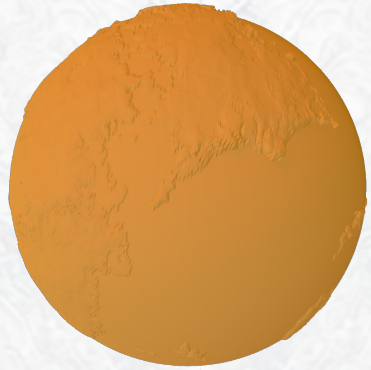
WORLD BUILDING PROMPTS

These prompts are to be used to help the world building process for the world of DOMO PLUUME. Answer these questions with your group or by yourself. Observe things in the world and speculate. Ask yourself, How would "BLANK" be in DOMO PLUUME?

Organize how you would like. Go with your intuition if you don't think the new prompts fit. You could have one person writing down the answers while the others ask the prompts.

Start here:

- Should a fictional character be treated like a real person?
- How subtractive is design?
- How to design subtractively?
- How do you foster intrinsic speculation from the outside?
- Rather than what if, ask how if?
- What terms or jargon need to be explained?
- What is the big picture? What is granular?
- Interpersonal to macro?
- What time period is this world?
- What does post-apocalyptic mean to you?
- Is this space political? What is powerful?
- What is oppressed?
- Is there technology? What kind?
- At what level does AI intelligence exist?
- Are there religious idols?
- What philosophies are in the region?
- Is there hard or soft polytheism?
- When do you pass away? What does it feel to be a spirit?
- Is this place an escape or is it reality?
- Was it all a dream?
- Is there a radio system?
- How to talk in typeface?
- What is good vs evil?
- What superpowers exist? How do they come to be?
- How many different food recipes exist and
- why do they taste like moments?
- What sound do trees make?
- How do residents receive mail?



- How does crafting work?
- Why is it so silent?
- Are there special magical items?
- How do clouds move?
- How is culture formed?
- Does land affect people's homes?
- What material are shoes made out of?
- What kinds of comedic travelers are out there?
- Is the sky blue or green?
- Do merchants only wear tall hats?
- What are birds' secondary approach to travel?
- How does the fluorescent, reddish-black sand smell?
- What hierarchy can be seen?
- How flashy and glamorous do inhabitants get?
- What are the effects of manipulation?
- What are the types of drugs and their effects?
- How do you drink liquid?
- When is it okay to say sorry?
- How do medical centers work?
- How to transport yourself vertically?
- What kind of places would reside in the vertical?
- Why is the earth contaminated?
- Who is understood?
- Are there cool flags?
- What do bicycles look like? Transportation?
- How are friends treated?
- How are enemies treated?
- How does one view their conscience?
- Who are the Fools?
- What kind of ritual based activities exist?
- How does one communicate?
- Why lie?
- When does history repeat itself?
- How to go against the system? How to rebel?
- What are you obsessed with that nobody else is?
- What do the words DOMO and PLUUME mean to you?

WORLD BUILDING PROMPTS

CHARACTER CREATION

Print character sheet from handouts page or make your own. Then create with GM(s) on session zero or when they die.

|CHARACTER CREATION INSTRUCTIONS|

01. Put material resistance at 15 if role-playing a contemporary human[1].
02. Put 1 for starting P.O.W resource.
03. Roll ***2d20+10*** for max HP. Start current HP at max.
04. Roll ***2d6+4*** for each stat: Constitution, strength, dexterity, stamina, wisdom, vibe, and luck. Reroll lowest one and rearrange at will before setting them in stone.
05. Create your archetype[2] from your character's past or future[3]. Answer why would KRYONIC CORP employ you and what role are you doing?
06. Pull 3 tarot cards in total with each representing the past, present, and aims of your character.
07. Write a maximum of 200 words for each based on the cards: backstory, fears, and desires.
08. Pick an ethical or moral code to follow.
09. Draw what symbolizes you as a PC.
10. Draw an image of your character and name them by following asset creation instructions.

|SPIRIT CREATION INSTRUCTIONS|

01. Put mental resistance at 10.
02. Roll ***2d6+4*** for each stat: Mischief, stealth, influence, and foresight. Reroll lowest one and rearrange at will before setting them in stone.
03. Role-play feelings at time of death. This will decide your nature and what you need to do to get reborn before psychic death.

1| If PCs wanted to play as a DOMO PLUUME species, there would need to be modifications given by the GM(s).

2| An archetype can be as open as a spy, INFJ, a warlock, a forklift driver, a wounded healer, or a jester. Mainly it is used to create differences between PCs for role-playing purposes but not to confine it. The PC is meant to break out from it but first there must be something to break. You can use whatever "mythos" for the archetypal creation. Ask your GM(s) first to see if it will work with the larger game.

3| If you choose the past then you are a tempory worker. If you choose the future then you are an part time intern in school.

ASSET CREATION

Assets can be made by creating group exquisite corpse drawings[4].

|EXQUISITE CORPSE INSTRUCTIONS|

01. Take a piece paper and a utensil to make marks.
02. Fold paper so that there an enough sections for each person to draw.
03. Create a prompt to guide creation.
04. Then hand paper to the first person in the group to draw in the first section.
05. They draw one section of the object.
06. Then they create lines on the next folded section for the next person to connect.
07. Then hide the current section via folding it down and handing it to the next person.
08. Do this till the whole group of people have contributed or the whole image is complete.

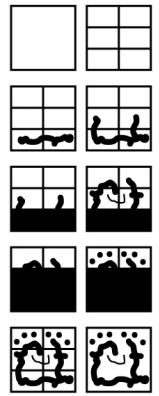
|NAMING|

- Pick a name from one's mind or spell a word with a finger on someones hand and they guess the word. No wrong answers.
- Alternatively use the chart below to generate words. Pick a number of how many vowles and consonats you want in the word.
- Rearrange to make sense or to pronounce. Alter if needed.

CHART OF NAMING

¦• *Xd10* for vowels
¦*1* = A¦*2* = E¦*3* = I¦*4* = O¦*5* = U¦*6* = A¦*7* = E¦*8* = I¦*9* = O¦*10* = U¦
¦• *Xd20* for consonants
¦*1* = B¦*2* = C¦*3* = D¦*4* = F¦*5* = G¦*6* = H¦*7* = J¦
¦*8* = K¦*9* = L¦*10* = M¦*11* = N¦*12* = P¦*13* = Q¦*14* = R¦
¦*15* = S¦*16* = T¦*17* = V¦*18* = W¦*19* = Y¦*20* = X or Z¦
¦• *1d6* for number of spaces

4| This medium of community driven world building will be used to populate the DOMO PLUUME world. If your PC(s) meet a NPC, draw them into reality. Visual example of the steps below.



| Meet *SHOJUM!* |

NOT THE NUKES, NOT AI, NOT CLIMATE CHANGE. ITS &#%!ING ——— [REDACTED]

SHIT MECHANICS

These stats are used to make rolled checks on stated role-playing actions within the game using a *1d20*. If the PC(s) and/or GM(s) roll under their stat number or a given number, then they are successful.

Below are brief explanations of each stat but they're purposely vague to make it useful when playing since each situation can be placed within at least one category.

|PC|

- **Constitution** = Health
- **Strength** = Imposition of effort
- **Dexterity** = Acceleration of technique
- **Stamina** = Longevity of flow state
- **Wisdom** = Insight and psionic actions
- **Vibe** = Aura and aesthetics
- **Luck** = Intervention from the "outside"

|SPIRIT|

- **Mischief** = Playfulness with physics
- **Stealth** = Hidden presence
- **Influence** = Alteration of other's will
- **Foresight** = Clairvoyance

TYPES

CREATED BY "PARADIGM"

|QUICK ACCESS RULES|

|INVESTIGATION|

- Roll high ***1d100*** for clues.

```
|          |          |          |          |          |
01%        30%        50%        60%        100%
|<——  ——>|<——  —|—  —>|<——  ——>|
| 1/3 clue |  2/3 clues  | 3/3 clues |
```

|COMBAT|

- Roll low ***1d20*** for an attack.

```
|          |          |          |          |
20         15         10         5         -1
Air      Human      Animal     Psychic     Astral
```

|Stats|

- **PC**
  - **CON, STR, DEX, STA, WIS, VIB, & LUC**
- **SPIRIT**
  - **MIS, STL, INF, & FRS**

|OBJECTIVE|
- Explore and survive[5].

|GAMEPLAY|
- What you say in character through role-playing is what you do in the game which furthers the plot.
- Dice rolling determines what effect your choice had on the environment. This will involve stat checks or rolling on a chart to see your affect on the environment.
- Each playable character(PC) is also a game master(GM).

|INVESTIGATION|
- The PC must be in the general location of a clue.
- If not in the location, the GM(s) must state that there are no clues there and direct the PC via a role-playing situation into an area if there is a clue around. You can do either NPC dialogue, a directional hint though some narration, or a combat encounter.
- To find a clue, the PC must state that they are investigating and then proceed to roll ***1d100*** as a percentage of total knowledge.
- The outcome of this will be decided by the GM(s). The chart below can be used as a guideline.

CHART OF INVESTIGATION

- ***01%-30%* = 1 EASY clue**
- ***31%-60%* = 1 EASY and 1 MODERATE clue**
- ***61%-100%* = Total clues (1 EASY, 1 MODERATE, and 1 HARD)**
- **If rerolling for an additional clue, then X ≥ 50%.**

|COMBAT|

¦*Turns*¦
- The entity who makes the first strike goes first.
- The PC(s) must discuss if they will use their P.O.W. to shift turn order.
- Then PC(s) get 2 minutes on a timer to talk amongst themselves.
- After the two minutes are up, the order of turns can be placed by a free-for-all of what is discussed[6].
- One action per turn.
- If no action is stated, then the PC forfits their turn.

¦*Combat actions*¦
- ***Melee***
- ***Range***
- ***Dodge/Flee***
- ***Stealth***
- ***Item***

¦*Attacking*¦
- To do an action, the entity must roll a ***1d20*** where the rolled number must be under the resistance of the target.
- To aim at a specific area, the PC must call the shot and wait for their next turn. Calling a shot will grant the PC a help die on that turn.
- Rolling at the resistance number will be considered as a block from the target where no damage will be made.
- Rolling over resistance number will be a failed attempt.

¦*Damage (DMG)*¦
- Stated in character equipment ie. an unarmed punch is ***1d6*** DMG.

¦*Material resistance*¦
- The GM(s) must find the resistance of the material entity. A 19 is a weak entity compared to a 2 which is a strong entity. Common human flesh has a material resistance of 15.

¦*Mental resistance*¦
- Mental resistance will be marked as a way of how enchanting a psychic entity will be. The GM(s) must find the resistance of the psychic entity. Higher psychic influence such as gods, daemons, or ideas would receive a negative number as their mental resistance because they are contingent to the world and void of our logic.
- If the PC roll lower than the mental resistance then PCs will be successful in not being entrapped in the reality shifting dream of the entity.
- If rolled at mental resistance, then the PC will get a help die on their next turn which will act as their struggle for mental resilience to be in the "real world".
- If rolled above the mental resistance, then PC will start combat via using the Chart of Morph as they are now in the dream world. The dream stops if either entity falls to 0 HP, one entity flees, or if a PC rolls a 1.

CHART OF MORPH

- ***20* = Critical fail in the dream**
- ***19-11* = Fail in the dream**
- ***10-6* = Success in the dream**
- ***5* = Chaos in the dream**
- ***4-2* = Altering of the dream by PC**
- ***1* = Critical altering of the dream via dissolving to the "real world"**

|HELP/HINDER DIE|
- A help die acts like a reroll where you take the higher number of the two dice and a hinder die adds an additional die where you take the lower number of the two rolled dice[7].

|POINTS OF WONDER (P.O.W.)|
- P.O.W. can be given by the GM(s) as a way of leveling up when successful during narrative points or milestones.
- P.O.W. can be used for shifting turn order, make a successful roll before actually rolling, grant skill modifiers, or can be used for trading currency for special items.

|HEALING|
- PC(s) must rest at a safe place over the night.
- Healing beyond the max HP can not be done.

01. Start by rolling *1d10*.
02. Put a period before the whole number.
03. Multiply that decimal number to the number of max HP.
04. Always round up if number is beyond 0.5.
05. Add that number to the current HP stat. You are healed.
- Ie. The PC has a max of 19 HP. Their current HP is 3. They rolled a 7 and healed to 16 HP.
  - ***1d10** rolled as 7*
  - *7 out of 10 = 70% = .7*
  - *.7 x 19pts = 13.3 = 13pts*
  - *3pts + 13pts = 16pts as PC's current HP*

|DEATH|
- When a PC falls to 0 HP, they immediately start playing as their spirit. Other entities that fall to 0 HP perish or alternately they flee.

|SPIRIT|
- At a good time, we role-played the PC being at "death's door" in the spirit realm where they had three choices.

01. The realm asks what you would give up to get resurrected. This would entail the deletion of a portion of the PC's character sheet.
02. Perform a quest given by the realm or other spirits in order to get reincarnated. New character is created with new stats but once the quest is complete, the realm grants old stats on the previous character sheet.
03. Be a spirit till the universe wants their energy back.

- If PC is a spirit, roll ***1d100*** every morning. If 100, then psychic death[8] will happen. Make a new character if so.
- The spirit can only communicate through "wind" where a game of telephone is played and the whispers of the wind go to the farest GM(s)[9]. Shrieks and cackling is encourage.

¦*Spirit actions*¦
- ***Possession* lets you do an opposed *1d20* roll against an entity to possess them.**
- ***Curse* lets you put a hinder die on any roll per session.**
- ***Psychic armor* lets you redirect or block an attack for a entity up to *2d8* DMG per session.**

5| There is no set way to play the game, everyone can play it differently. These are just guidelines for demonstration purposes. You can use our rules or make up your own. Most importantly, have fun.

6| Or around the table rotating between clockwise and counterclockwise during encounters if turn order is unknown. GM(s) can visualize the turn order by printing out name tags and move them sequentially in a list from beginning to end during the time limit.

7| It is the GM(s) discretion to place a help or hinder die on top of required roll as it will be needed to be argued for storytelling purposes ie. a hinder die might be placed on to a roll if the PC's action needs to use their broken hand or a help die if the PC is aiming.

8|Psychic death happens when the ego is dissolved without making amends. The universe needs their energy to be whole. This is heightened within a time frame by the 1% chance of rolling a 100 on a 1d100. It is okay to wonder if the resurrection or reincarnation is better while being a spirit, but the clock is ticking. Who knows if you will die again before you choose.

9| Alternatively the PC as a spirit can roll a 1d100 as a percentile of how much miscommunication will happen as it is hard for spirits to cultivate enough psychic energy to manifest that into the material realm. Based on the 1d100, alter the action of the spirit by other PC(s) generating fibs or intentional miss hearings. This could destroy player agency which is very important, but ask consent first as this is a grey area.

QUICK REFERENCE RULES

|INVESTIGATION|

• Roll high ***1d100*** for clues.

```
|          |          |          |          |
01%_______30%_____50%_____60%_________100%
|<-      ->|<-   -|-   ->|<-        ->|
| 1/3 Clue |   2/3 Clues   | 3/3 Clues |
```

|COMBAT|

• Roll low ***1d20*** for an attack.

```
|          |          |          |          |          |
20________15_______10_______5___________-1
|          |          |          |          |
Air       Human     Animal    Psychic     Astral
```

Combat actions

- ***Melee***
- ***Range***
- ***Dodge/Flee***
- ***Stealth***
- ***Item***

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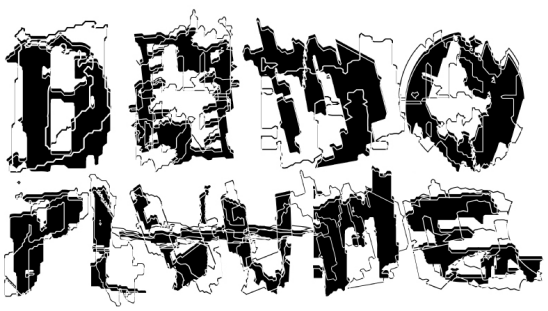
|POINTS OF WONDER (P.O.W)|

• P.O.W can be used for shifting turn order, assisting rolls, granting skill modifiers, or trading currency for special items.



NOT THE NUKES, NOT AI, NOT CLIMATE CHANGE. ITS &#%!ING ———— [REDACTED]

QUESTS

ITEMS

WEAPONS DMG

EQUIPMENT

IDENTITY

YOUR NAME

CHARACTER NAME (PC)

APPEARANCE

WHAT SYMBOLIZES YOU?

P.O.W

LUC

STA WIS VIB

CON STR DEX

STATS

ARCHETYPE

HP

MATERIAL RESISTANCE

PAST | PRESENT | AIMS

DESIRES

FEARS

ETHICAL/MORAL CODE

BACKSTORY

ADDITIONAL NOTES

SPIRIT

STATS

MIS STL

INF FRS

MENTAL RESISTANCE

FEELINGS AT TIME OF DEATH | NATURE

QUICK REFERENCE RULES

¦*Spirit actions*¦

- ***Possession*** lets you do an opposed ***1d20*** roll against an entity to possess them.
- ***Curse*** lets you put a hinder die on any roll per session.
- ***Psychic armor*** lets you redirect or block an attack for a entity up to ***2d8*** DMG per session.

¦Psychic death¦

- Roll ***1d100*** every morning. If 100, then make a new character. If not, you can always choose to get resurrected, reincarnated, or continue being a spirit.

Words appear so stiff but
in reality they are weak.
A word is an evolutionary
being - KC

START OF SESSIONS

SESSION 0: CONSENT AND CREATION

Session 0 is where you first meet your players. The game starts by giving an expectation to what DOMO PLUUME will be and creating characters that will be used as input for future story arcs. While creating characters for the PC(s) to role-play, talk about other stuff so each person gets to know the group. Talk about consent[18] and what the players would like to get out of this exercise. This is also a good time to talk about what types of safety mechanisms that you will provide such as giving a thumbs up to check in. Be clear to state that asking questions is totally okay and that having fun is the goal. Start by explaining what theme you will be going with in this world. Keep it brief and let their curiosity build the world. To illustrate the game mechanics as a fun tutorial level, we made a brief encounter to describe the combat system stated in the rules. Generally it is best to teach the rules when scenarios come up so there isn't a dump of information. This will involve roleplaying a laser tag encounter that is hosted by 8053V3R and KRYONIC CORP.

The game starts by the intermediary GM role-playing as Levin Otto. Levin is in a waiting area with gray plastic tables around him looking at his phone. Read the following to the others out loud.

> *Levin Otto: Welcome, have a seat. Today we are going to play laser tag, thanks to 8053V3R to create a group unity experience as it will help us create a nontoxic environment. While playing today, I would like us to think about how diversity is our strength, how to give helpful feedback, and work on our process strategy. Jeremy will instruct us on the laser tag rules in a bit, and oh the pizza is here! meat over here, veggies, and vegan is over there. *ring ring* Let me get this, it will be real quick. "Hello Bob, hmm mhm. Yeah, just keep the merchandise at -130 degrees fahrenheit and keep the hanger unlocked for the trucks. Jeb will be in later and he will lock it up. Also if you can, just set out the paperwork on the conference table for the morning crew tomorrow. Call me if anything happens, mhm… Thanks"*

If one of you wants to play at LE CRAB, a toy claw machine while this is happening, roll their LUCK STAT. If failed, Levin says, "Ooo that's okay, not everyone is a winner". If successful, draw up a small tchotchke. If the GM wants to, you can add a +1 LUCK modifier to the object if the PC(s) can reason why this object would hold a lucky aura.

> *Levin: "Okay, so now where were we? Oh yeah, as a prize I picked up a LUCKY 8 scratch card. Who knows if they are good but they could be. Winners split any of the money won and I'll take a 20% cut since I bought it. That settles everything on my end. Jeremy, do you want to present the rules?"*

> *Jeremy: Yeah sure thing, Mr. Otto. You are going to play team deathmatch for a couple of rounds. Let's group y'all in teams based on either Red or Blue.*

Each team will be represented with a color. Pick red or blue. It will be the PC(s) vs. Levin, Larry, and the other coworkers.

> *Jeremy: In the loading dock on each side of the maze, there will be equipment including a laser gun, safety glasses, and a tactical vest with sensors. In order to hit something you need to just aim and press the trigger at one of the sensors on the opposing team's vest. Once you get hit, you will be eliminated from the arena and respawned. The team with the most eliminations wins at the end of the 10 minutes. *looks at Levin for a brief moment* Remember to communicate with your team and have fun.*

The teams split up on the metal platform after saying good luck to the other opponents[19].

http://tinyurl.com/x-card-rpg

18| The X-card which is a mechanic created by John Stavropoulos

19| Use this as an introduction for the group to be together and work together. Also can be used to explain the combat in a fun low risk way. Maybe Larry shoots their laser gun like Neo.

SESSION 0: CONSENT AND CREATION

*Larry: *scuffs* Hey, don't do anything stupid. I'm not the two time east division laser tag winner for nothing.*

Larry sees the PC(s). Read out loud:

*Larry: Good luck *puts hand out for a handshake* Sike! *puts hand to comb hair*"*

Inside, UV black lights turn on to a trench of neon and EDM starts pouring in from the speakers. Cheesy sound effects of bloops, faux radio communications, drumline, and explosions pan around the loading dock as you grab your laser gun and ready it at your hip. It has a laser bayonet which will be good for close quarters. You also notice that there is a warning on the laser gun stating "DO NOT ATTEMPT TO MODIFY".

*A pressure sensitive light up acrylic tile on the ground turns green after you step on enthralling the door to swing open. Once all your teammates are ready and on their platforms, the horns start counting down. 3…2…1! *horn buzzer*. The doors open wide. Where do you go?*

Engage into a round based combat while teaching the rules. Having Larry[20] on the opposing team creates a dynamic of wanting to win to prove that the PC(s) are better than him. Each person has a HP of 1 so you need only to hit the target to take them out. The laser DMG is 1 same with the laser bayonet. Each entity has a MATERIAL RESISTANCE of 15. Respawning can be handled by having them spawn by the gate at their next turn. The team that has the most kills wins. You decide how long a round should last. Once finished roleplaying with laser guns, depending on who won, they are awarded with the LUCKY 8 scratch card. The scratch card can be printed out from the handouts or have the winners each roll 2d20. Calculate earnings and give 20% to Levin. Split up cash to team mates. This can be the end of the session but you can also RP for a bit. Give each PC 1 P.O.W. Start session 1.

20| Catchphrases for Larry
- Dodge this
- I'm Larry *gangster voice*
- Is that all you got? you're like the 2010s- over.
- I just signed my name... with lasers
- Oh sure, I'll beam you up real quick.
- Damn, I used that line already. I think I need to get... laser-focused.
- *Pulls out a stogie* You got a light?

21| Goals:
- Understand rules
- RP PC(s)
- Win and have fun

You can use our lottery card by tapping up the numbers or letting paint dry over it so it can be scratched off[21].

Session 1: KRYONIC CORP

PC(s) are either interns at KRYONIC Corp due to enrollment at Wiphill Pike Technical School [Mascot: Turtle] or temporary workers. Each PC should RP their daily commute[22] with the GM adding in radio excerpts[23] of the daily news. Do you take the bus, carpool, or bike there? What is happening today other than some overcast predicted from the weather channel. The news is important and should regard environmental anomalies without exposing Malerei'boah's bite/kiss as this is the eternal secret of DOMO PLUUME.

A morning meeting will commence at the cryogenic facility which will guide PC(s) to an INVESTIGATION check as they are compiling data into spreadsheets with the acknowledgement of an audit coming close to the corporation. The main person who was the project manager is Marsha and is currently out of office. If the PC(s) ask where she is to Levin Otto make them roll an INVESTIGATION check to see if Levin will give any information away as under HIPAA laws he shouldn't disclose that she went to the hospital for "behavioral" problems.

Documents near and in Marsha's office will contain lore of cryogenic preservation, a bit about KRYONIC Corp itself, [GI] spendings that will be marked FYI to look like a shell corporation, and most importantly a NASA contract about containing "moon" samples which is SUO, the main FPCTSINI's for Sara and the [GI]. The PC(s) should notice that the number 192,115.00 was circled in red across multiple documents. It seems like the numbers don't add up with that number being unaccounted for in the spending budget. These will be the clues that the PC(s) can find or will find in a later date.

Once the PC(s) get enough information about the facility[24], they should be checked in on by their boss, Levin Otto, to take lunch and ask about their progress. It would be best to lie to Levin about any concerns from the clues found at the desks. Lunch break happens and the PC(s) can explore the break room or outside.

Break room contains a coffee machine and a TV which holds news events such as a NASA facility being shut down from an alleged heist and surfers having a blast. PC(s) can roll an INVESTIGATION check on the coffee pot as it has small vibrations coming from it.

The outside area of KRYONIC Corp contains the parking lot, a small nature reserve, and Vince Moeller. Vince, who is smoking a cigarette, can talk about bad management and how the night time lights haven't been fixed in a while. The PC(s) should feel that some shady business is happening.

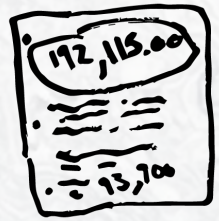
In the nature area, there should be small vibrations going on where animals are acting weird. End the lunch break with a bell chime. After 15 more minutes of working, the PC(s) should see an OSHA inspector at the front for the audit. He is a couple hours early standing with a clipboard in the waiting area. In addition, the PC(s) see another random guy talking to Levin in his office and look like they are giving orders to him. They can see him arguing over something, but it is not clear what it is as they are behind a glass wall. Most likely this new person is just a desk jockey aka a higher up or could be a [GI] member.

Heighten the tension here. Truck drivers are rushing to park their trucks away from the dock. Levin pushes the PC(s) towards the cryogenic tanks to quickly adjust the space by dusting and cleaning. He tells them to put pallets that are standing on their side near the pallet area or they're fired. He lets them know it's an OSHA violation with a fine from $50-$7000 per pallet.

As Levin sends the PC(s) off, he adjusts his tie and heads towards the waiting area at a jogging pace.

22| Roll 1d6 for commute

1. Traffic
2. Pothole, car muffler fell off
3. Missed bus, have to call Mr. Otto
4. To early, have to wait in car with NPR talking about storm events
5. Perfect time, you make coffee
6. To early, you see someone in the back with the truck lights on



23| Example: "The radio broadcasts report strange unprecedented environmental effects happening. Talks of climate change activists and agencies are spoken and with the highlight of preserving meteorite artifacts. The range of weather, politics, and other news sensational stories of student loans. [PC's name] is half awake and only really catches how governmental programs become locked down with a security threat due to the environmental effects. Time passes, around 25 mins as the commute is safe drive but a bit windy".

24| The three clues are:
1. TV lore, animals, coffe shaking, 2 bags of chips in vending machine.
2. Documents
3. Vince Moeller

After 5 minutes of them being by the cryogenic tanks and feeling very cold, an earthquake is experienced. The ground is shaking and the PC(s) are covered in ice cold cryogenic liquid which makes them preserved for another time. The unmelting process will happen in Session 2^{25}.

Say to the PC(s) this:

Fade to black; You sink into the pit of fluid slowly; it is burningly cold, but adjusts to your body temperature as the crown of your head becomes totally submerged. There is an odd feeling of nostalgia you can't quite shake, as your body is suspended in something you cannot feel or understand. A low warmth begins in your belly, and sparks out through your veins and synapses to network through the rest of your body; you feel nurtured, and cared for, despite your pounding heart rate as you struggle in a space without air. You begin to feel dizzy, and close to sleep. A cord floats up towards you from the bottom, fleshy and biological. You wonder what it could possibly be used for, as you make your way up for air and for exit.

25| Goals:

- Create character rapport as each PC(s) will get used to RP as they talk during their work
- Find clues about how shady KRYONIC Corp, during the busy work of filing papers
- Talk to the NPC Vince Moeller about KRYONIC Corp. If need help with gathering clues
- Get Levin Otto to panic when OSHA inspectors are at his door and push PC(s) to clean up the cryogenic tank area
- Describe cryogenic liquids falling on PC(s) and fade to black
- Start Session 2

MUTANT COCKROACHS
QTY:3
3ft long

P.O.W: 1
Reistance: 10
HP: 3
DMG: 2d4

Moves:
Climb
Scratch
Defecate

Last resort:
Pulls arm off and swings it for 2d8

Loot: Shells or horn

26| Roll 1d6 for starting items

1. Shovel, Grill, & Chain
2. Cone, Sissors, & Stamps
3. Pen, Paper, & Rad Suits
4. Glue, Ruler, & Bottle
5. Food Rations
6. Liquid nitrogen & fireman's axe

SESSION 2: X001

After the falling of cryogenic fluid due to Malerei'Boah's bite/kiss, the PC(s) are preserved for around 200 years. The old and the past remain but are in poor condition. Gasoline is still available, but the craftsmanship is gone. This is where the intermediary GM will have to make some adjustments to the world design. Start off with saying less lore and have the group build off from it. The dating should be presented at X001 to the group as the PC(s) defrost from their slumber. This will be a point of crisis since each PC will be in a room with rubble displacing them from the group. Alone in the rubble[26].

Read:

"An unquantifiable stretch of dark and quiet is cracked open; the broken pods have begun to thaw. You each begin to twitch and jolt different appendages, testing your own faculties: fingers, toes, ankles, necks, mouths, eyelids. Your bodies are stiff, but not atrophied, nor have they succumbed to gangrene or frostbite. Mixed feelings of gratefulness, luck, doubt, and exhaustion fill your minds. Tubes and needles jammed into your body begin to eject as you all wince and jerk from the sudden pains, which are quickly subdued by the cold air. You each raise your arms and begin to leave the cryogenic accident you spent so long in. Your desire for warmth is cut short as you step out— the air is overwhelmingly stale, and dust coats the floors, walls, and electronics. There is no one around to welcome you out of your ice age."

There is a window in the starting area of rubble with a few materials to start them on their journey. If the PC(s) look outside the shatter proof window, they would need to come to terms with the new world called DOMO PLUUME. A FPCTSINI will be over the ruins of KYRONIC Corp and will mediate as a filter for the real world as it will slowly show what events

transpired. Through the window it will look like nothing has happened, but it will morph to X001. Describe the view as a timelapse video of destruction and the sky transforming from blue to green.

For your knowledge, a FPCTSINI is a creature that comes from the stomach of (REDACTED). See synopsis.

It is an acronym for First Player Character To See It Names It. Essentially this creature is a shapeshifter to the subconscious of the subject and takes form to whoever sees it. Through the willpower of the first person, the other PC(s) will see the same thing as well due to their belief in it or trust. There are some fun roleplay avenues within this creature where we created a specific chart to roll on called Chart Of Morph.

The FPCTSINI will grow stronger on the feeling of aloneness where illusion will be enhanced while communication will break it.

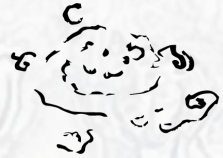
This will be contrasted to the rubble of KRYONIC Corp. Start with uniting the party of PC(s) and have them RP a way to escape. You can give them loot to search and small DMG weapons. This will act as the section of RP for translating collective trauma into community well being. Let them be able to discover some easy enemies like radioactive cockroaches or other bugs that can be drawn from group lore and into life[27].

You can ask them directly:

Do you go outside or stay within the confines of the ruins?

If they go outside, start session 3. If they stay inside, improvise. Maybe they want some items to remember this time or maybe they want to look more into the ruins to find SUO's prison cell.

27| Goals:
- Chart Of Morph usage
- Get early items
- Fight bugs
- Go outside



SESSION 3: ANTHRO

Have the PC(s) wander the area and put a random wandering encounter to start the session. See the custom made oracle in the handouts if need help. Make it personal to the PC(s). Maybe they caught up with the FPCTSINI that was hanging over KRYONIC Corp? Or they meet a cockroach that they can tame to take as a pet?

Alternatively from walking around to the next destination, the PC(s) could let turtle shell shaped moss creatures that are very kind and work as public transport for a ride. However they only "walk" in spirals. They repopulate by having a part of itself discard itself after making a complete 360 degree move and then that being begins to spiral. The smaller the creature the smaller the spiral turn radius.

Ask:

You see clouds that form a sphere around a metallic shiny tower. Do you want to head in that direction?

If they go that way it would be KAJUX. If not, improvise, move KAJUX in that direction, or read some of the quests to put down in that direction. Towards the north of KRYONIC CORP, there is a city where low hanging clouds form. A sign that states it is called KAJUX with a population density of around 50.

Presented in the center is a town filled with mechanical engineers and alchemists with various experiments in progress. They might notice you if they roll a 2 on a 1d20, but within the cacophony of their craft and the low clouds it is hard to detect others.

This town is friendly to outsiders. You stroll, beings are minding their own affairs. You see them dance and do gestures to communicate. It's pretty quiet, only dust scrapes the ground like a vinyl record skipping with fabric wrestling on top of it. Roll INVESTIGATION to see if you

can understand their language or culture.

Say:

A bell sound goes off vibrating and the central hub draws your attention. A council of 5 people who seem like experts of this area fill the void of the metallic sand structure filled with a collage of your people's artifacts. Corporate disks, beer koozies, microfiber towels, and other things are all set into the composite of sand and metallic adhesive. However familiar the objects are on their own, they collide together in unexplained ways. In the center, the beings all face the experts. None of them talk to you, only point in that direction.

On a plinth the experts are seen wearing robes within a cloth material covering a square form. The experts dance to form a caldron around a square form that is hidden by a dark blue cloth. Are you staying to watch the unveiling?

The cloth vanishes like a matador, a fishbowl is seen filled with green liquid and inside is a submerged puzzle cube. Roots are seen from the bottom moving the cube in various positions. The sun gleams from the liquid as the town beings are in awe. What does this mean to you? What could each section of the puzzle mean? Does the town use it as a divinity tool?

The experts that do look out into the crowd realize that the PC(s) are in the audience, which look like the people on the artifacts, they faint. The end of the meeting is sooner and the crowd goes back towards their homes or daily activities. Who are these people? Why is there a root trying to solve a puzzle cube? You suspect that they don't know any English as they would have tried to converse with you. It must be best to be inconspicuous. What do you do?

If the PC(s) don't go to the anthropological center and try to talk to the people, then they should be watched by the clouds. The clouds are law enforcers which will grab the PC(s) and take them to a prison cell to be interrogated.

Maybe one PC dodges and gets the royal treatment as the others are seen as impersonating the ancients.

If they are grabbed by the clouds. Set up a situation where they are asked to confirm who they are. There have been reports of drug trafficking in the area which lead the experts to be cautious. Perhaps the GM can use this as foreshadowing of an insider dealer. To confirm that they are the people that are depicted from the artifacts, they must retell narratives (not basic ones since everyone knows those ones) or prove bleeding as their blood would still be red (iron-based) compared to their blood being colorless due to chemicals. They ask you what you know of these items they have collected which are common for your time but unknown to the experts. They state an inquisitive look, psionic quality to it. The puzzle cube and other common items are sacred to them.

Do they suspect you of impersonating a mythic ancient being? Do you give them the concept of your language?

For more background lore, the experts are explorative scientists from the new era. They have cultivated the ground to grow werid fruit, water, and shelter. They know how to communicate with you in a mostly primitive way. The experts are fascinated with the PC(s) and 21st century human culture. If you speak in the town, a guardian or lower rank officer will capture and question you. Spoken language is seen as a tool of evil in this space and only can be taught by the experts. Hint: GM should state that it is unwise to speak during the town. A fully functional town of 50 people can communicate with non-verbal signs. They also drive cars in reverse as the media had shown them that is the way to do it. There is also a missing space for a monument that was stolen a while ago that could be used as a side quest if the PC(s) find it somewhere or create relations with the experts.

Their response will be a form of protection and inquisitiveness. They want reason behind the

items. What you say will impact your relation to these 5 beings known as experts to the PC(s) for now. You gleam that they must be archeologists of some sort. They admire the past but wonder… they wonder about the mumblings of past generations' arc beings.

Say:

> They hand you 3 objects to verify you are from that generation to test your knowledge. They chant, "Speak".

GM Prep: Find 3 objects to hand to the PC(s). Have one from the past, one contemporary, and the last one being a speculative design object from the near future where the PC(s) were "asleep" at KRYONIC Corp. For playtesting we used; a mineral rock, headphones, and a speculative clay object. Since the experts don't know too much about these objects themselves, you can give the PC(s) a skill check to see if they would be able to tell the difference between a lie or not.

If you pass, this place will be your new home and a world map will be given to you. See map. The PC(s) will ask to share their language more and culture to help out their archeological aims. The experts will be known as the Ledgers of Grand Juriosity for now on. If failed, the experts will talk to the clouds giving you temporary accommodation for a home but the PC(s) will have to settle somewhere else for a home base.

Depending on the PC(s) reaction, there can be many sidequests within this town for a campaign. There can be help at the water source, an integration to the second quest with Kyil, and other things that would fit the world. The Ledgers of Grand Juriosity can help out a few, but they lack their mothers and elders knowledge. Underneath the tower is an oracle that could help the PC(s) as well[28].

28| Goals:
- Combat encounter
- Explore
- If at KAJUX, get home base
- Learn more about the culture and prove yourself as human

Framing can help spontanaity: Immaterial environment - Skylar

End Of Linear Play

Quests

AUNTIE CAPERIOUS

Prelude

At the edge of FINGARI region, the largest of towering mushrooms stand overhead in a faraway town. Atop one of the few colossal mushrooms, there lives an eccentric old woman known as Auntie Caperious. Her reputation is legendary in the town called SPORE-HEVEN, where she resides. Auntie Caperious is quite known as a bestower, a peculiar occupation in FINGARI that involves sending brave souls on journeys of discovery and adventure to unravel the planet's countless secrets. She does this as contract work for KAJUX and to spread her spiritual lessons based on spores[29].

Adventure written by Skylar Zamzow. Edited by Thomas Krajna.

Quest

On a dewy morning, as the light from the bioluminescent fungi bathes over in SPORE-HEVEN, a soft, iridescent glow, Auntie Caperious spots you as she sits in her moss-covered mushroom cottage. She is perched within her colonnade when she summons you over. As you approach her wild garden, you see her knitting what seems to be a never-ending scarf, her eyes gleaming with curiosity beneath her unruly shock of silver hair.

You feel eager to prove your mettle with her, as your heart pounds in anticipation of the mysterious quest that may await you. You feel a bit nervous due to the bizarre energy that seems to reside off Auntie Caperious and her environment.

You greet Auntie Caperious, letting you know you are at her service and ready to assist her. Auntie Caperious squints at you through her round spectacles. "Ah, you have the look of a wanderer about you," she muses, her voice like the gentle rustle of leaves. "I require your help, dear one, to find someone dear to me." You lean in, eager to hear more about the quest. You ask who it is she seeks.

Auntie Caperious sighs, her gaze shifting to a distant memory. "Her name is Celastine," she began, her eyes welling up with tears that glistened like dewdrops on a mushroom cap. “She's my sister, my confidant, the one who shared the wonders of Fungari with me for countless years." A frown creeps onto your face as you listen intently. You then ask what happened to Celastine.

"Celastine," Auntie Caperious continued, "went on a journey to the distant town of XLATA. She sought to trade materials for her spore based spiritual teachings with her brother, Garion, who resides there. But it has been months, and he has not returned." You nod with a sense of duty growing with each word. You tell her that you will journey to XLATA and find Celastine for her.

With a grateful smile, Auntie Caperious hands you a tattered map of FINGARI, marking the location of XLATA. "Thank you, dear one," she says, her eyes shimmering with gratitude. "And remember, when you find her, convince her to come back. FINGARI is not the same without Celastine's laughter."

Adventure

With the map clenched tightly in your hand, you embark on a long and perilous journey to XLATA. Along the way, you encounter the breathtaking wonders of FINGARI- As the GM, you can create a random encounter to happen.

The area is full of radiant crystal caves, colossal luminescent fungi, and cascading waterfalls that glow like liquid starlight. But each new marvel only serves to fuel your determination to reunite Auntie Caperious with her beloved sister Celastine.

As you reach the outskirts of XLATA, you notice the town is unlike any you’ve seen in FINGARI. Vibrant, towering mushrooms form a protective canopy over the settlement, stretching out

29| Goals:
- Chart Of Morph encounter
- Explore the XLATA
- Know more Sara and [GI]

like the ceiling of a grand arboreal cathedral. The streets within the city appear to be bustling with life.

Entering the city, you are greeted by the soothing sounds of laughter and the scent of blossoming fungi. Condihorns, the fungal inhabitants of XLATA, mill about, engaging in their communal gangs—meditations that allowed them to transcend their subterranean existence. Visionary spores fill the air, weaving intricate dreamscapes for the visitors, providing entertainment and social interaction beyond imagination. But something is different about XLATA; it feels as if an unspoken secret lingers in the air.

After some inquiries, you finally locate who you believe is to be Celastine, who is comfortably living in the heart of XLATA within a giant cozy mushroom house. Celastine herself has a serene presence, her features soft and ethereal. She welcomes you with a seemingly kind disposition, guiding you through the roots with grace. For a time, it feels as though you have found paradise.

Celastine speaks to you a while with a warm smile but the small mention of Auntie Caperious's plea to return to SPORE-HEVEN changes the happy welcome and her smile vanishes. "XLATA," Celastine explains, "is a place of unparalleled harmony and enlightenment. Here, we worship SARA - the Sacred Arboreal Radiant Anemone." SARA, it turned out, was a mystical entity that was said to have resided at the heart of XLATA months ago. SARA had refashioned what was once a tiny scrap box that Celastine lived in, into a large mushroom full of luminescent petals that emitted a radiant energy and brought prosperity and contentment to the town.

Celastine says she has become deeply connected to SARA and felt a sense of purpose she had never known before. “I was once surrounded by those infesting fungi, but now that SARA has shown me a new light, I’m finally at peace” Celastine cries out. As she finishes her story, a single glowing green tear falls from her face and into the glimmering black soil beneath her.

You feel torn, as you can see the genuine happiness in Celastine's eyes. Spending nearly a day in XLATA, you’ve witnessed the harmony of the town and its people. A deep feeling within you assures you that you can’t deny it is indeed a special place. However, your intuition tells you that the small mention of Auntie Celastine has changed Celastine’s appearance somehow, but not in a way you can explain. Celastine has become wholeheartedly blurry and the tear that fell within the soil has created a small pit within the soil.

You decide to ask once more about why Celastine left Auntie Caperious. Celastine jolts her head as her gaping stare pierces into you. “Do not mention that name” she yells. You quickly realize that mentioning her sister, Caperious, triggers a drastic change in Celastine's demeanor. Fury twists her features and the facade begins to unravel. The pit in front of you has now turned into a glowing green plant, and it sprays at you. You feel its metallic moisture and nauseating aura as it covers you with its mist.

Engage in a combat battle against Celastine and the PC(s). Have the PC(s) roll on the Chart of Morph.

Celastine begins unraveling into a new form—an imposing figure with tendrils of darkness intertwining within her fungal exterior. She is covered in a dome of fiber skin that opens continuously in spores. As the facade shatters, the once-bustling city turns into a bleak and nightmarish ghost town. You are now trapped within Celastine's malevolent illusion. You feel unsteady and are weary of overcoming her sinister abilities. Celastine distorts reality to her advantage. Teleporting her outstretched arms to grab you and toss you aside. Her touch with the surrounding fungi trees summons mushroom guardians to do her bidding. Her eerie laughter disorients and confuses her foes.

However, her most formidable ability is the power to absorb the dreams and desires when she traps you in her dome that is made out of roots, channeling that energy to strengthen herself.

To defeat Celastine, The PC(s) need to find a way to disrupt her connection to the hallucination. The plants she had grown around the PC(s) shoot a green ray at her, providing a shield that blocks your attacks and increases her height. Slicing the neck and destroying these plants slows her down and makes her small again. After destroying all the plants, you realize it turns her into a medium sized plant herself, with her head appearing as a dark purple sphere with large vines wrapped around it. She is weakened and slower than before.

The Condihorns, who have been watching from the shadows, recognize this shift. They rail to your aid, using their rapport spores to communicate telepathically with them, providing guidance and insight. Together, they launch a coordinated attack on Celastine.

With the PC(s) and the Condihorns joining forces to attack her all at once, Celastine lets out one last piercing cry. A forceful green blast throws everything and everyone around her in an instant. She grows what roots she has left into the soil and the dark purple sphere that was once her head shoots into the sky and levitates. A flurry of colors reflects off of the sphere and for a second you see a twinkle of flaring lights.

She begins using her mental abilities and warps into your mind. You feel completely lost and disoriented. You begin fighting with her mentally in a shadow arena with 2 inches of water as flashes of colorful light trickle around you.

Aftermath

The battle was fierce and Celastine's powers proved challenging to overcome. But with determination and the guidance of the Condihorns, you managed to weaken her. In her final moment, Celastine lets out a mournful wail as the illusion crumbles around you. As you emerge from the dissipating dream, you find yourself back in the ghost town that Xlata had once been. But the Condihorns, grateful for their assistance in liberating their town from Celastine's grasp, are ready to help rebuild. Do you help them? And with the memory of the enchanted illusion still fresh in your mind, you know that XLATA can once again become a place of wonder, though in a very different way.

You have not only defeated a formidable foe, but also forged an alliance with the Condihorns, ensuring that XLATA’s unique charm will endure, free from Celastine's haunting illusions.

If investigated further, the PC(s) might be able to know that Celastine was a FPCTSINI conjured by Sara from the [GI] by Auntie Caperious as Celastine was a part of her family at one time but was missing due to unknown reasons.

The Return

Returning to Auntie Caperious with a heavy heart, torn between your loyalty to her and the moral choice of letting her know Celastine no longer exists. You explain the situation to her, leaving the decision in her hands. What do you report back?

Auntie Caperious is disappointed as she gave you a task that the PC(s) did not complete by her demands. She seems bitter and unable to speak to you. For a moment, she tells you to leave, but she has always encouraged exploration and the pursuit of one's own path. She decided that Celastine’s heart still remains in XLATA as that was her true calling. She understood that happiness was a quest of its own.

With a heavy sigh, Auntie Caperious bids you farewell, her eyes filled with both sadness and acceptance. "Thank you for your efforts," she said. "Sometimes, the greatest quest is the one that leads us to our own destiny”.

As you begin walking away from her overgrown garden, she stops you, “Before you go, please, take this.” Auntie Caperious gives you the

knotted scarf she had been knitting from the time before. It was in a small satchel that you deemed impossible for the scarf to fit into. Auntie Caperious ended with, “Say ‘Endles’re’ when you need it most.” and said her farewell.

Prelude

Say:

Far outways west from KAJUX, a hut appears among the mountains with electronic scraps formed in sculptures that remind you of Buddhist temples. Anyone with a mechanical background will know that these parts would be worth quite much if they were back before the accident. Synchros and tail hitches mesh and mold to form wired stations that linger on magnetic pulses. Above the rubble is a range of failed experiments ranging from gear mechanisms to crankshafts. You sense some kind of memorial or sacred space oddly as if the creator wanted to show the divinity of errors.

Each step you make, finds you taking deeper breaths as the higher elevation is taxing to your lungs. Pottery shards and leather tomes are opened with it being displaced amongst the sundials. You hear off in the distance, “Ahh, where is it? Oh Plagquc, have mercy on my soul and help me find it”. As you come up towards this hut you see a middle aged man wearing a lab coat that is so stained that it looks black. He is seen distressed while looking at their reflection on a mediation pond. The PC(s) is around 20 feet away, around midday.

Say:

Do you break his trance?
If Yes: Talk, RP, and maybe stay the night and craft weapons. The PC(s) can convince Kyil to join.

If No: There is a cave entrance further down the valley and up towards and on the side of a mountain. Have the PC(s) roll INVESTIGATION on the nearby tomes on the ground. If they get a high percentage, then they can see charts of comets and astronomy. However, the PC(s) can’t understand it without a

relatable archetype, help from another NPC later down the line, or ask Kyil who is too distraught to focus at the present moment.

Quest

If you break the trance of the middle aged man he will introduce himself as Kyil and will state how he needs help finding his science notes in his ratskin journal after he escaped being held hostage in his laboratory. Help him find his notes. In return, he can build the PC(s) a transportation vehicle for their troubles.

Adventure

Kyil will explain why the journal of his notes is important to him but he will get too choked up as it will weigh on his conscience. RP Kyil as a scientist that got into the hopes and dreams of new technology even if he had to partner up with shady people to do it. Kyil is meant to come as a sympathetic character who knows of the evil or damage that he did in his past life but wants to atone for his doing. Me might be vague on this as it's heartbreaking to him to really share out loud with strangers. If the PC(s) start prolonging the conversation, have Kyil get upset about them wasting his time and walk off if the PC(s) don't respect the immediacy of the situation.

This will lead into why he would want the journal back. He desires to use that journal to re-engineer a cure for the animals that he helped dissect for Sil, one of Sara's Els. He was forced to work on converging technology with animals for the purpose of Sara's religious cult that would send messages and cargo between members in the land of DOMO PLUUME. Sara had to do this since there are levels of initiates that don't possess the mental abilities just yet making them ungovernable. It was his responsibility to develop a secure path for [GI] members to communicate and send tear vials towards the sea where ships will take that cargo towards the main headquarters.
He also remembers their faces before seeing them and might unconsciously comment about the familiarity. He has seen their faces before due to the animal experiments showing their

features from the PC(s). This is a smaller mystery within the session. Unknown to the PC(s), Sil had taken DNA from them after the crisis at Kyronic Corp. Using that DNA, they created animal experiments. Some animals will feel love towards the PC(s) and others will be frightened.

At anytime, have the PC(s) roll *INVESTIGATION*:

Easy Clue: Feeling odd or sick
Medium Clue: Skin makeup breaking, silicon band aid that looks like a pimple on the ankle
Hard Clue: Features resemble.

After the PC(s) either talk with Kyil or not, read:

A cave entrance is found towards the north end after a 20 minute hike with blood trails and sounds of broken glass. Inside the cave, there are crates and laboratory equipment rumbled about. It seems as if there was rummage before you got there. Diagrams can be seen on the wall. Inorganic animals as if there was a zoo here entangled with unknown creatures. Among the desks is a document containing the layout of an ancient minefield of old world technology that looks like it could be around from the south somewhere. Do you take this map? Other documents spoken in cryptographic images, there are materials containing reconnaissance details of how to dissect animals to attach recorders, disk drives, and even explosives. The journal should be here…

After the PC(s) and if the party invites Kyil, they will find that his journal is not there. While in the laboratory cave, Kyil will start getting flashbacks from PTSD of his time working for Sil if he is there. Sil is one of the Els that work under [GI] that act as an underling for Sara. Have him murmur the sounds of animals and about his mother, mention that he might as well give up finding this journal and improve between emotions.

Depending on how you want to set the tone for this game, you can enact different ways of having the PC(s) find the secret door that will show Sil dead on the floor with Kyil's journal

in his pocket. It could be pulpy where there is a hidden lever from a bookcase. It could be combat focused where an encounter comes from the door as a surprise attack. Or that the PC(s) hear whisperings from Sil at work until more sounds of glass are broken. You could even do a stealth version as well

Say:

Upon the messy experimental lab, the floor is encrypted in hieroglyphs. This is all surrounding a circle pad with a locked floor hatch. Above the hatch is a bronze security camera that follows you as you walk towards it. You hear the sound of an animal scurrying beneath you with glass shattering. It feels like it is coming from the floor hatch. The security camera blinks at you. Silence. Blinks, then silence. Refresh rate is around 6 seconds. The floor looks scuffed around you.

The hieroglyphs from left to right: Hands pointed towards with a circle, a halfmoon insignia with an arrow pointing down like a lowercase "Q", the masculine/feminine sign, a full hourglass, and a squiggly line that reminds you of teeth".

To solve: LARP interactive dance unlocks latch or improve a solution.

Once the PC(s) open the floor hatch. Ask if they go inside. If so, read:

As you walk down the stairs, you hear a disembodied voice if Kyil is there you will hear a raspy voice saying, "Didn't you have a hat Kyil?". If Kyil is not there, they will hear, "Oh great avalanches, I could really use a hand here". A voice but no one is there. You see a dead person with a lab coat with the name Sil embroidered on. In their coat pockets it looks like a journal could fit there. Do you look further?

Once the PC(s) enter towards the body, they encounter Sil's spirit. This engages the Chart of Morph and spirit mechanics. During playtesting, we had a metallic tiger there as well

which through improv became known as Sil's wife. Have the PC(s) decide if they want to try to get the journal or run away. The combat arena has pillars that if enough DMG was made against them, it would collapse the lab. Within the area are chambers of glass tanks full of creatures that resemble the PC(s). They can confront Kyril about this and ask them what he knows.

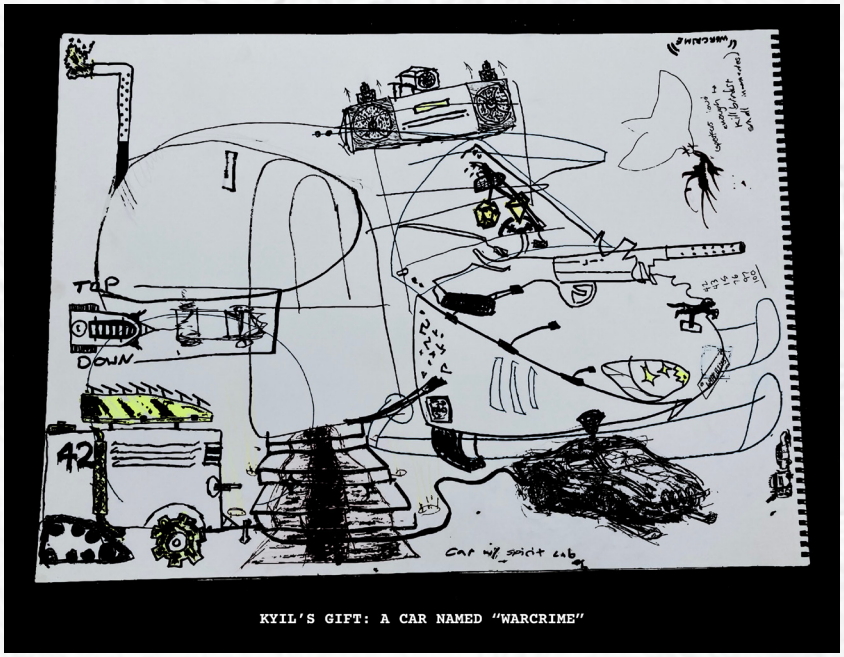
During or after combat say:

Amongst the dead body, you see a golden pair of eyes that lurch from the shadows of this hidden bunker from the lab.A purplish bruised combination of hairy legs glance at the stone floor. The mouth is paired between its legs as a central mass like a gumball with that 90s spiked boy band hair. It's voice is one mixed of a parrot and a tiger, asking out to the bunker. As this thing comes out from the shadows of the crates and documents that lie among the space, you come to realize that it might not be harmful but mis-conditioned. "Mother? I really don't want to shave, I like my hairy legs. Mother?" One out of the seven legs on this creature is half shaven. You remember what it is like when you are told to not do something. The shine of legs are unbearling bright as if it was a looking glass pointing at the sun. You start to feel the heat from this shine. What do you do? Do you want to try to be its parent? Or develop them to be their own mother? Kill the creature? Leave?

Aftermath

If the PC(s) were able to get Kyril's journal, let them decide if they want to give it back to them. At Kryil's home, they can ask him more about the charts lying around which will lead the PC(s) to discover some aspects of the past through astronomy. After the PC(s) RP with each other and Kryil, the GM can have Kryil make a vehicle for them. This will create a collaborative drawing through the asset mechanics as a draft for what Kryil will have to make them. He might ask the PC(s) to gather supplies or rock samples. There are a lot of potential paths to go from here and will only

make sense with how the group played the adventure. Our car drawing:



KYIL'S GIFT: A CAR NAMED "WARCRIME"

END NOTES

To summarize the module as a connection of lore, inner memes, excursions into game design would miss the point. This artifact is much more than that. Taking into account the displacement of spaces and relations, DOMO PLUUME is a unification practice for growth. As the head design leader, Me (Thomas Krajna), have been through many spectrums and learning cycles. DOMO PLUUME does not stop here. It is a living document and I hope that I have been able to provide an encompassing baseline for role-play. Many people within the collective group that is called "PATADIGM" have had different experience levels of TTRPGs. However, each of them all were able to provide a beauty and understanding of why I felt this project was the perfect medium for speculative design. Especially after the first session, they started to understand what this project was trying to accomplish. I have learned a ton over the past years creating this world and mechanics. I am grateful for each person that helped with this project.

Thank you. Even if the reader is someone that I do not know, I am happy that you looked at or even played DOMO PLUUME. Now go forward with this world that we have made and have fun!

There are so many choices when creating a conceptual landscape such as a TTRPG that bleeds into the real world. What choice does my PC make? What is possible? How can I achieve my goals? All great questions but what I feel DOMO PLUUME does that other speculative design projects don't is that element of play. Even within the TTRPG community, there are still remnants of the divine right of kings. Hierarchy and power are useful but do need to be criticized within each context. While DOMO PLUUME might still carry some of the negatives from different power structures, we tried to put a focus on collective collaboration. That is one of the beauties of this process, the intermission of game theory and practice. I have learned a

ton and have become a better GM and designer because of it. So even if this module collects dust on a self, it is still an important act to do. Personally, I have thought of DOMO PLUUME as an initiation ritual for a possible game design frontier. For example, a neophyte typographer makes their own typeface to understand the greats, a neophyte game designer makes their own game to understand the greats.

While I most likely will look back on this project in more of a cringe or critical light, I am happy that I was able to create with others in a speculative space. Create community and a perhaps lasting impression on people that I will never meet. Thanks. Speaking to the reader, if you do anything with DOMO PLUUME I would like to know. - TMK

I'm honored to admit that my goal for DOMO PLUUME has unapologetically stayed the same: To have fun. Not out of boredom. But to accept the understanding that things can change. Through DP, I have learned how to better socialize, make mistakes, and be myself. I have learned far more about who I am by being who I am not. I now know what I don't like.

And by knowing this. It is much harder for me to not be genuine. I will tell my truth. And you will see it as it is. The exploration of learning new design patterns, unlearning past principles, and sitting with others, has brought me to a testament of what it means to be. A "What are." This led me to answer an otherwise simple question: When is community not okay? When they don't accept me. What is more fun than imagining creating together? Making it happen? DOMO PLUUME is both bigger and smaller than it once was. At some point, you have to know when to let go. And it's a big ask. It's hard to explain in words when a thing you care so much about is simply an idea.

When such an idea has warped through multiple cycles, versions, updates, and been strikedthrough and scribbled upon. Coming along with it, file naming conventions such as DP-CS-VO.13-BACK.jpg that set their own precedent. And even

having all the room in the world for white space, and no shame in filling it in (pens and pencils included).No really. Listen.

We've seen this idea break down its own rules. When using the Chart of Morph (CoM), an out of body meta-reality is offered when the tools land on just the right numbers. Welcome to Optimistic Chaos. Do you switch character sheets to the person on your left or do you turn yourself into a FPCTSINI? What is possible? Simply put, when the dice is rolled, you have to accept it for what it is.

This idea has also seen its fair amount of exquisite corpse drawings: goofy, impractical characters that were marked up by the whole team. And each character having plenty of backstory and stat points to back them up. Even the pulling of Tarot cards gives you further insight into the psyche of such speculative, wonderful made-up beings. But don't forget about the Spirit. An afterlife mechanic that opens the player to an entirely new UI when their character's physical shell is no more. Even when you're gone, you're never left behind.

And credit is certainly due to the very real, bright-lit faces we met along the way. All of which inevitably met their quietus, but not afraid to admit, "I don't even know what's going on". The real world knowledge, perspectives, and heightened levels of energy unquantifiably matched, will remain understated. These are real people. Real ideas. Real four legged (wooden?) tables littered with crafts, visuals, art, and whatever the heck else we throw at it. All to which are tools that unanimously decide our next decision. What's scarier than the flow of an immovable object? Multiple of them.
Real change is when you see rebirth. Especially in those who once had fear to step out of their own. To see it all first hand, in real time, is something genuinely special. Yet, when you reach the necessary end, the depths and boundaries, the final moments… the sentiment ultimately remains the same. "It always has been." - An idea. For myself, and those reading: I hope you continually hold the door open for those who

want to be let in. And know when to let go. Silence speaks volumes. Maintain your energy. We are here to be reminders. We are here to tell the story when it needs to be told. Not there to force it. Someone else in the world could have the exact same idea. The difference here is that we are the action-takers, the thrill-seekers, the risk-makers. There wasn't a problem until we found the solution. - Skylar

Over the past year, I have had the pleasure of participating in DOMO PLUUME as both a player and an occasional contributor. I was only vaguely familiar with the world of TTRPG, so going into it, I had no expectations - only a sense of enthusiasm for something I felt was completely new. My experience was lovely; fantastical. The roleplaying game as a medium, in its pure essence, is of experimentation, imagination, and connection - and DOMO PLUUME takes those elements, dissects them, and reanimates them with a clear purpose. It strikes all of the chords. It has notes of dystopianism, cultish conspiracies, workplace mundanity, the alluring fantasy of survivalism - in addition to the analog fun of sitting around a table and practicing mutual escapism (of the constructive kind). The angle at which DOMO PLUUME approaches world-building is suited for our times - lighthearted enough for amusement and recklessness; serious enough for strategy and contemplation. The structure of DOMO PLUUME is well-conceived, but not overbearing. It is where you are free to test the limits, while feeling a sense of responsibility towards your fellow player. It was an honor to be included in this project during its conception - I am even more excited to see it be released into the world. Please, play DOMO PLUUME. It converted me. - Casey "KC" (DARKAGE ONLINE)

When I reflect on the early stages of DOMO PLUUME, I remember wondering what the actual f*** is happening. I remember sitting in my college classroom, listening to the maker talk about ideologies and conspiracies, that made absolutely no sense to me, but me just wanting to be their friend. I just wanted friends that could take life for what it is, but think deeper

into this creative verse that was more beyond art foundations. We have always been the type of friends that talk about the world around us, but DOMO PLUUME is an escape. An entrance into a portal where you can be who you want to be, achieve what you want to and take the stress out of this shit called life. I am so proud of Tom, and making this amazing game, with the visual talent they so strongly have. Now just think of this game as being a part of something beyond friendship, perhaps even a cult, and make it into your escape from the world. - Sally

The holidays have been recontextualized as an artificial burden. Let celebration express itself devoid of its commercial rituals, miserable rituals. The modern equivalent of community is defined by moments like today- & from a visionary perspective, a simple demonstration on how a framework of prompts can invigorate the imagination and perhaps birth the study of a new science dedicated to a modern, yet deeply engrained sense of human connection. There is no word for this I'm aware of as of yet, but "Domo Pluume". - Lucas (INVISUAL GROUP)

My introduction to the world of DOMO PLUUME was in a wide reaching remote conversation about life, philosophy, art, and music. The early seeds of the world were planted for me in the form of a creation myth. Most importantly, it was always intended to be a collective, collaborative experience not directed by one voice -- the output of its wider inputs. The creative energy, aesthetic, and the energy behind it were infective. My musical contributions were based on setting a tone that is ominous and unsure, even in its a lighter moments -- transporting players to the destroyed world that is waiting to be discovered and reformed. - Connor

So what if I wanna dream about profound societal shifts led by pursuing our pleasures, the only thing that is useful for our lives. Solidarity and frugality will prevail against social misery and the brutalities of competition.We need opportunities to revive the political language of the future. - Lindsay & Wes Larson (WHAT—THAT)